Fig. 1

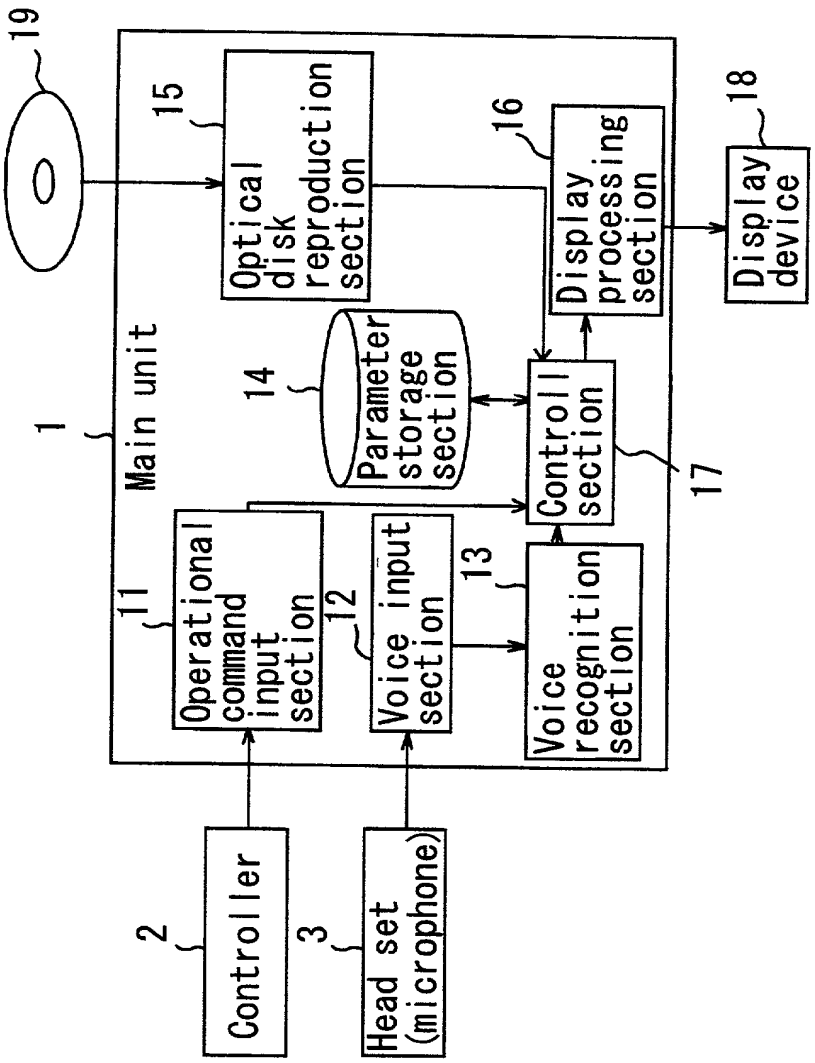
19
15
Optical disk reproduction section
16
Display processing section
18
Display device
1
Main unit
14
Parameter storage section
Controll section
17
11
Operational command input section
12
Voice input section
13
Voice recognition section
2
Controller
3
Head set (microphone)

Fig. 2

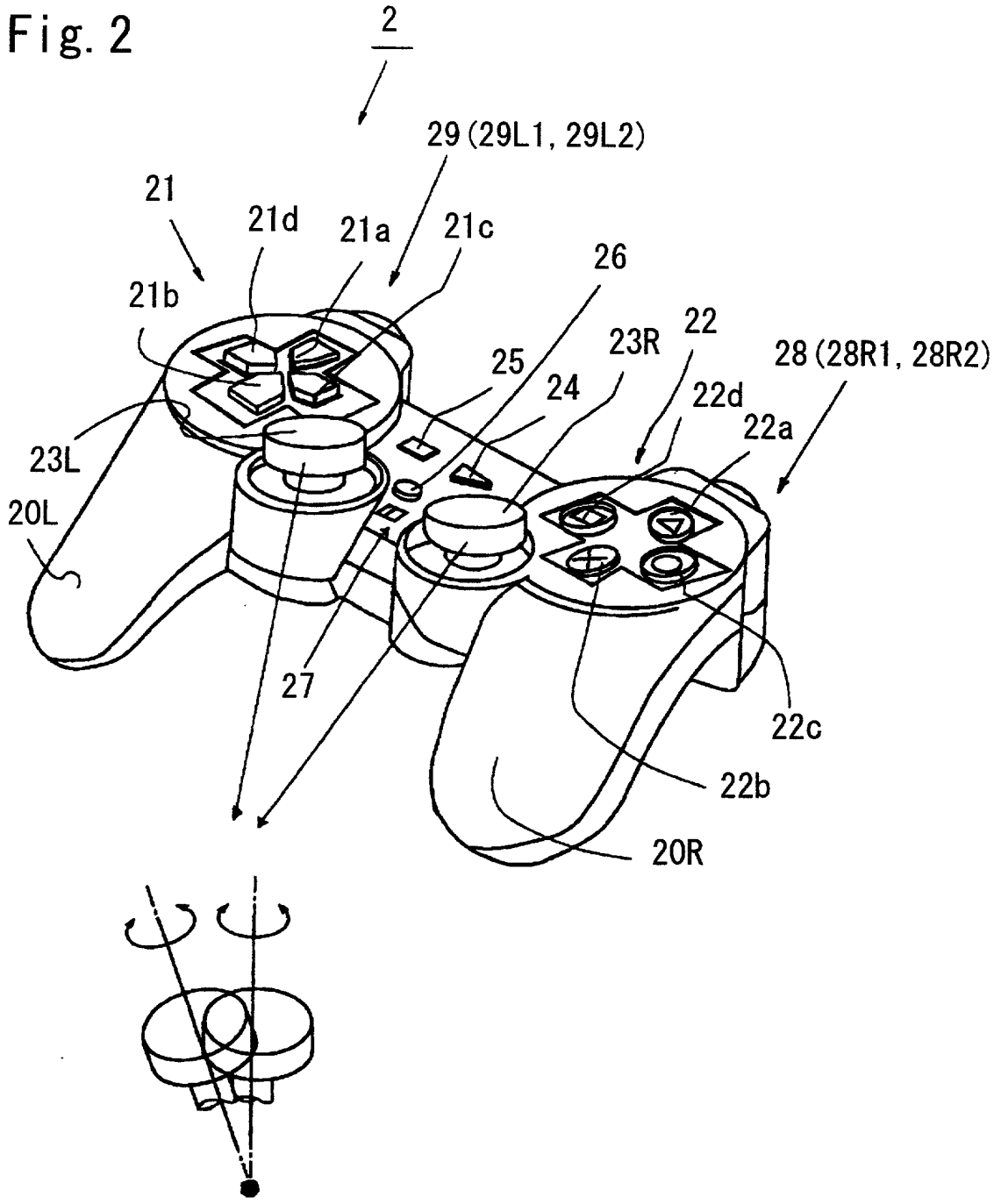

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Fig. 3

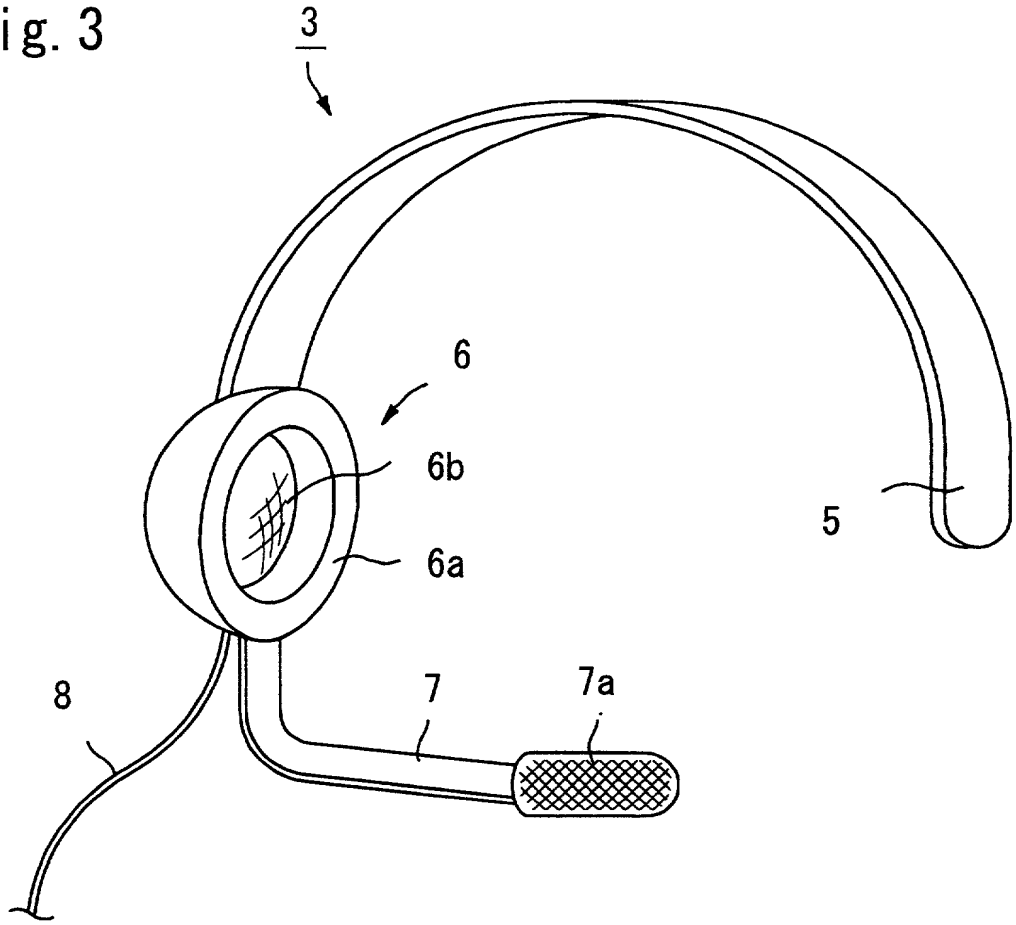

Fig. 4

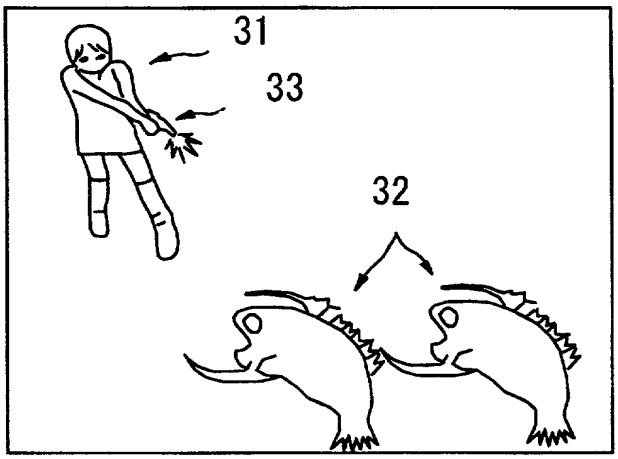

Fig. 5

	Parameters for Leading Character	Value
0	Life	0-255
1	Mental power	%
2	Apparent fearfulness	%
3	Skill level	%
4	Accuracy level	%
5	Residual number of bullets	%
6	Enemy search ability	%
7	Attack range	maya
8	Field of view (forward view)	maya
9	Speed	16 steps (0-15)
10	Terror	%
11	Offensive power	0-255
12	Defensive power	0-255
13	Continuous shooting ability	FRAME
14	Damage counter	0-255
15	Consumption level of magazine	%
16	Field of view (angle)	maya
17	Field of view (sense)	maya
18	Short-distance offensive power	%
19	Middle-distance offensive power	%
20	Long-distance offensive power	%
21	Dodge skill from short-distance attack	%
22	Dodge skill from middle-distance attack	%
23	Dodge skill from long-distance attack	%
24	Endurance power against short-distance attack	%
25	Endurance power against middle-distance attack	%
26	Endurance power against long-distance attack	%

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Fig. 6

	Parameters for Enemies	Value
0	Life	0-255
1	Mental power	%
2	Apparent fearfulness	%
3	Skill level	%
4	Accuracy level	%
5	Residual number of bullets	%
6	Enemy search ability	%
7	Attack range	maya
8	Field of view (forward view)	maya
9	Speed	16 steps (0-15)
10	Terror	%
11	Offensive power	0-255
12	Defensive power	0-255
13	Continuous shooting ability	FRAME
14	Damage counter	0-255
15	Consumption level of magazine	%
16	Field of view (angle)	maya
17	Field of view (sense)	maya
18	Short-distance offensive power	%
19	Middle-distance offensive power	%
20	Long-distance offensive power	%
21	Dodge skill from short-distance attack	%
22	Dodge skill from middle-distance attack	%
23	Dodge skill from long-distance attack	%
24	Endurance power against short-distance attack	%
25	Endurance power against middle-distance attack	%
26	Endurance power against long-distance attack	%
27	Stroke endurance	%
28	Fire endurance	%
29	Water endurabce	%
30	Acid endurance	%
31	Thunder endurance	%
32	Weak point ID	%
33	Pursuing ability (persistency)	
34	Critical endurance	

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Fig. 7

	Paramaters for Arms	Value
0	Range	m
1	Weight (size)	kg
2	Offensive power	0-255
3	Continuous shooting speed	FRAME
4	Number of loading	0-1023
5	Field of view (forward view)	m
6	Field of view (angle)	m
7	Field of view (sense)	m
8	Bullet loading time	FRAME
9	Attack range	
10	Accuracy	%
11	Short-distance offensive power	%
12	Middle-distance offensive power	%
13	Long-distance offensive power	%
14	Dodge skill from short-distance attack	%
15	Dodge skill from middle-distance attack	%
16	Dodge skill from long-distance attack	%
17	Endurance power against short-distance attack	%
18	Endurance power against middle-distance attack	%
19	Endurance power against long-distance attack	%

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Fig. 8

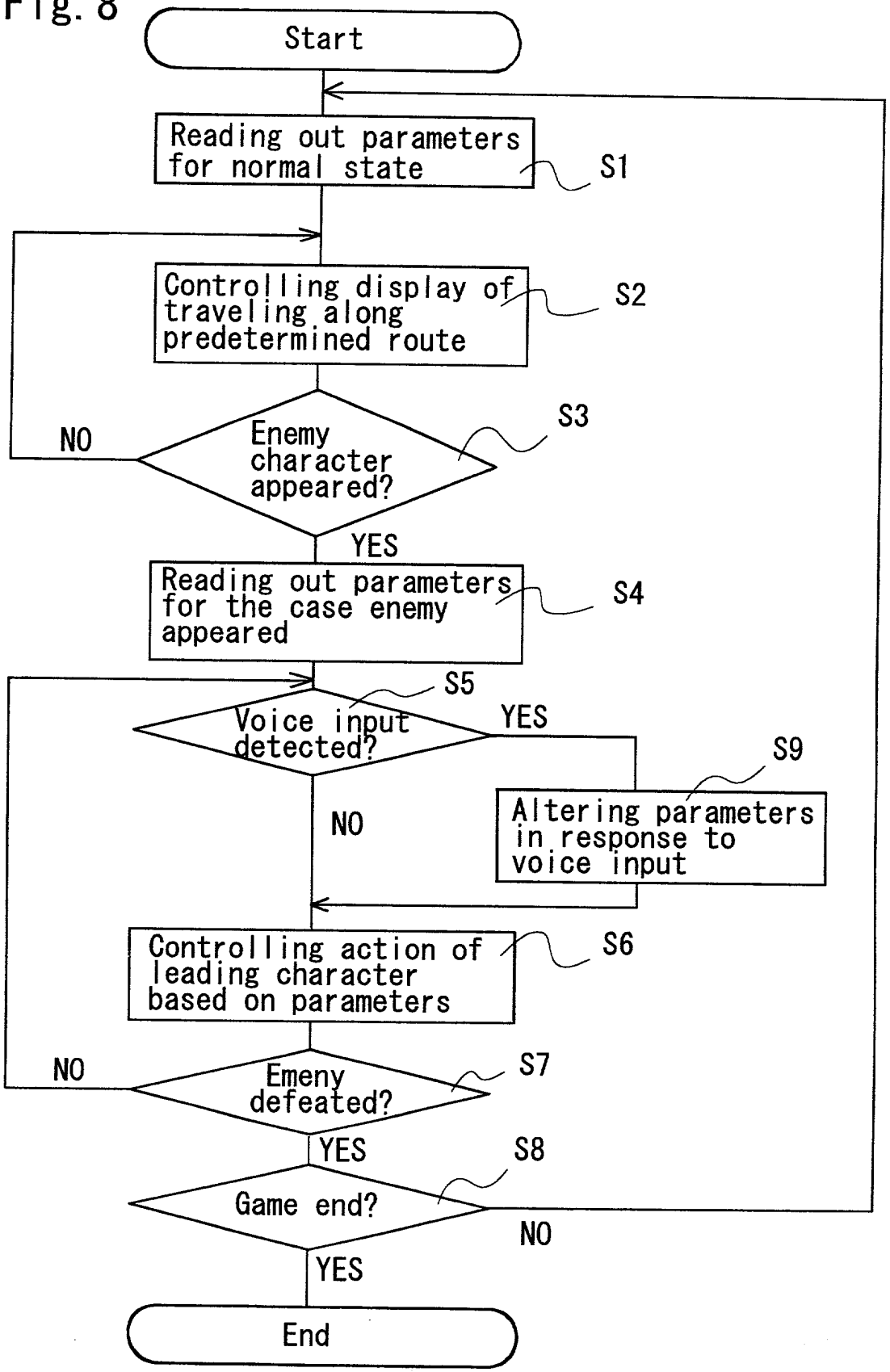

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Fig. 9

Actions during traveling along the route

	Range	Constant	
Mental power	0 to 1	1	Weak ⟷ Strong
Terror	0 to 1	0.15	Fearless⟷Fearful
Skill level	0 to 1	1	Less ⟷ Much

Fig. 10

Actions upon discovering enemy

	Range	Constant	
Mental power	0 to 1	0.25	Weak ⟷ Strong
Apparent fearfulness	0 to 1	0.1	Fearless ⟷ Fearful
Number of enemies nearby	0 to 1	0.1	Less ⟷ Much
Distance to enemy	0 to 1	0	Close ⟷ Distant
Skill level	0 to 1	0.1	Less ⟷ Much

Fig. 11

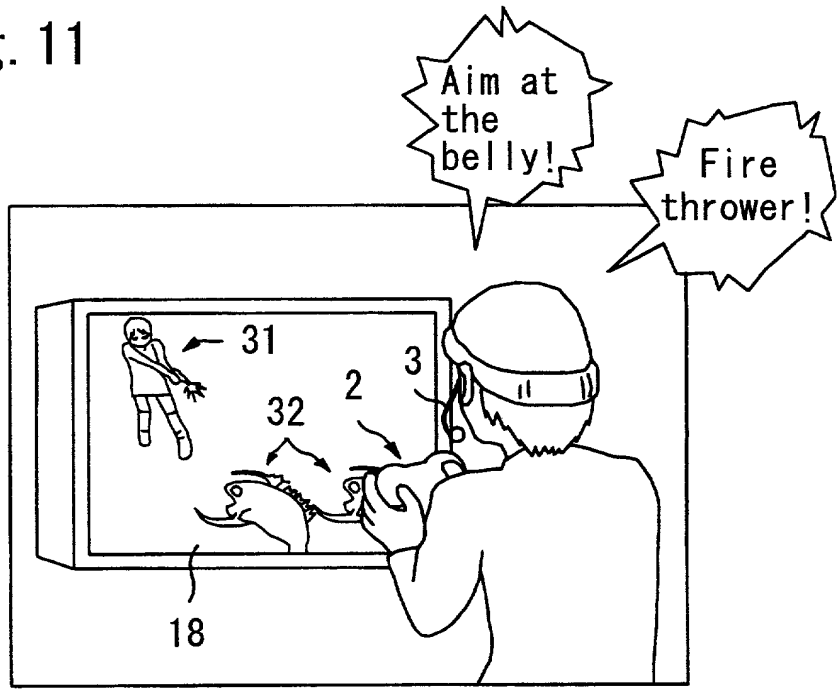

Fig. 12

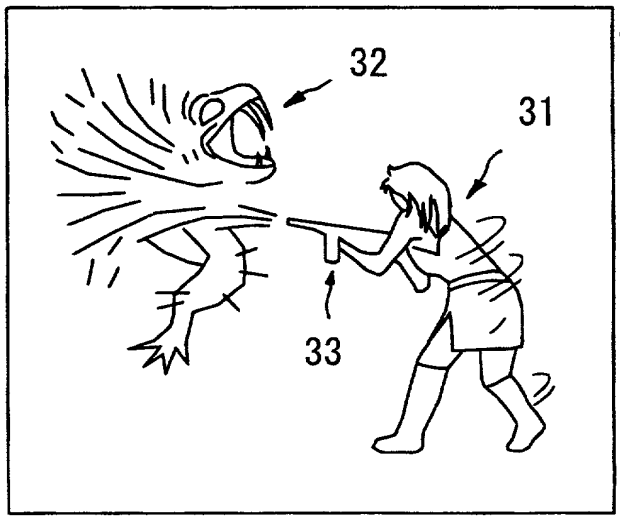

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Fig. 13 Actions during runaway

	Range	Constant	
Hit ratio of own attack	0 to 1	0.7	Low ⟷ High
Terror	0 to 1	0.5	Fearless ⟷ Fearful
Distance to target	0 to 1	0.4	Close ⟷ Distant
Number of enemies nearby	0 to 1	0.5	Less ⟷ Much
Hit ratio of enemy's attack	0 to 1	0.8	Low ⟷ High
Distance to enemy	0 to 1	0.6	Close ⟷ Distant